

IN THE SPECIFICATION:

Please amend paragraph [0003] as follows;

[0003] Such video gaming machine concepts are found, for instance, in U.S. Patent 6,251,013 issued June 26, 2001 in the name of Bennett. The '013 patent discloses a video slot machine game in which a sprite randomly designates one or more of the symbols displayed on the display to be treated as special symbols.

Please amend paragraph [0008] as follows;

[0008] In yet another ~~more~~ aspect of the present invention, a method for playing a video gaming machine, is provided. The method includes the steps of randomly selecting a plurality of game elements and displaying the plurality of game elements on a display device in a grid having a plurality of cells defined by rows and columns. The selected game elements being selected from a set of possible game elements, the set of possible game elements includes a bonus element. The method further includes the steps of determining an outcome based on the displayed game elements, a wager, a pay-table, and predetermined paylines, identifying the presence of the bonus element in one of the cells of a column, and modifying all of the symbols within the column to wild if a wild character in any one cell ~~cells~~ of the column would modify the outcome.

Please amend paragraph [0020] as follows;

[0020] With reference to the drawings and in operation, the present invention provides a video slot gaming machine 10. With reference to Figure 1, an exemplary video gaming machine 10 is illustrated into which the present invention can be incorporated to improve the enjoyment of a video game and to thereby increase the amount of time that the video game is played by patrons of a gaming establishment. Figure 1 shows a general appearance of the video gaming machine 10 to which the present invention is applied. As shown in the Figure 1, the machine 10 comprises a housing 2 standing upright. The housing 2 comprises a main body 3, a top box 4 mounted on a top portion of the main body 3 and a door 5 attached to a front side of the main body 3 so as to be swingable between an open position and a closed

elose position.

Please amend paragraph [0040] as follows;

[0040] In one embodiment, the player and the gaming machine 10 are given three lives, Prince lives 63 [[51]] and Dragon lives 65 [[53]]. The bonus game continues until either the player or the gaming machine 10 have zero lives. Each round of the bonus game, the player or the gaming machine 10 or both lose a life based on the predetermined rules. The predetermined rules are a given combination of the player item and the game item, the result is determined by computer preset rules. The set of predetermined rules includes three outcomes: player wins, player loses, and tie. The gaming machine 10 loses a life if the player wins, the player loses a life if the player loses, and the layer and the gaming machine 10 both lose a life if there is a tie.

Please amend paragraph [0046] as follows;

[0046] As shown in Figure 8, the player is given a choice of three weapons: a sword 54A, a bow and arrow 54B, and a magic ring 54C, which may be selected by touching the corresponding video representation on the display 14. At the start of the bonus game, the prince 46 and the dragon 48 are each given three lives, as indicated by the prince icons 63 [[51]] and the dragon icons 65 [[53]].

Please amend the **ABSTRACT** as follows;

A video slot machine is provided. The video slot machine includes a display device for displaying a plurality of game elements in a grid having a plurality of cells defined by rows and columns, a memory device for storing a pay-table, and a game controller coupled to the display device and the memory device. The game controller ~~being~~ is adapted to randomly select the game elements to be displayed in the display device and to determine an outcome based on the displayed game elements, a pay-table, and predetermined paylines. The selected game elements are selected from a set of possible game elements. The set of possible game elements includes a bonus element. The game controller is adapted to identify the presence of the bonus element in one of the cells of a column and to modify all of the symbols within

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Page 4 of 15

the column to wild if a wild character in any one cells of the column would modify the outcome. A bonus game is also provided which depicts a contest between the player and the game machine.

IN THE DRAWINGS:

Please replace the original drawing sheet including FIG. 2 with the attached Replacement Sheet, which also includes FIG. 2. FIG. 2 has been amended to add a payment processor 34, which was discussed in the specification in paragraph [0027].

Please replace the original drawing sheet including FIG. 7 with the attached Replacement Sheet, which also includes FIG. 7. FIG. 7 has been amended to correct a grammatical error.

Please replace the original drawing sheet including FIG. 8 with the attached Replacement Sheet, which also includes FIG. 8. FIG. 8 has been amended to change the numerals used to indicate the prince's lives and the dragon's lives from 51 to 63 and 53 to 65, respectively.

Please replace the original drawing sheet including FIG. 9 with the attached Replacement Sheet, which also includes FIG. 9. FIG. 9 has been amended to change the numerals used to indicate the prince's lives and the dragon's lives from 51 to 63 and 53 to 65, respectively.